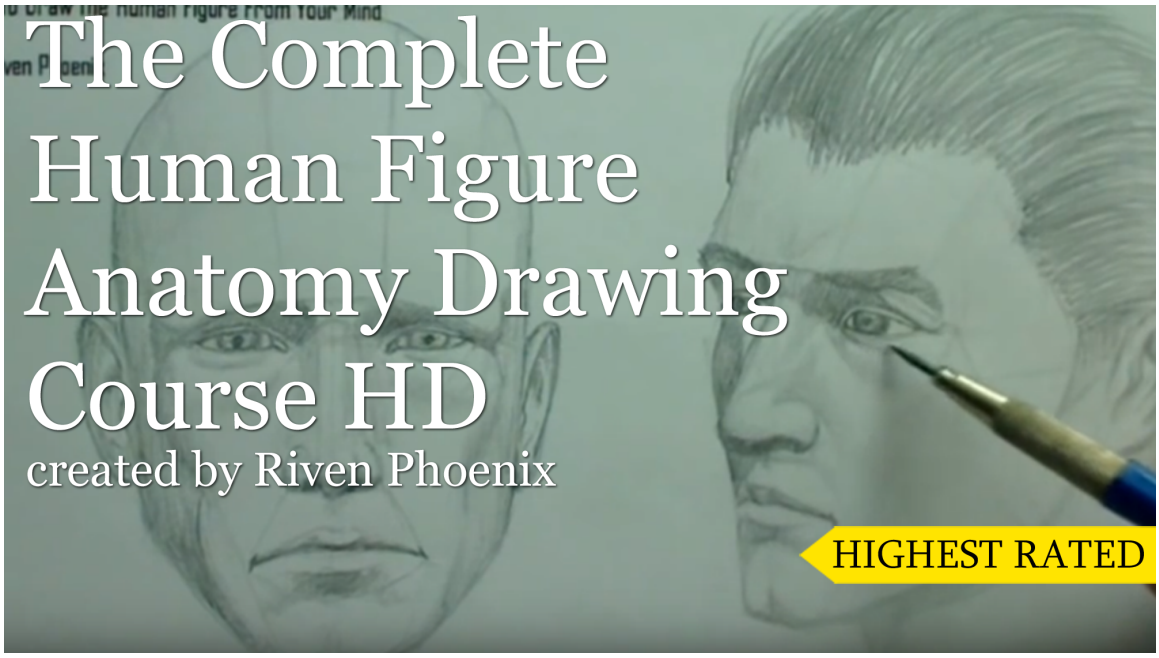

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 067 - Formulas for the Human Hand - Part 3

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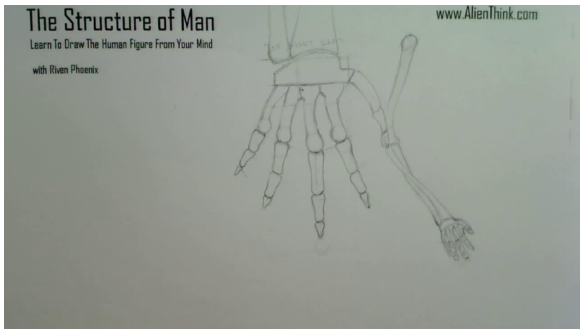
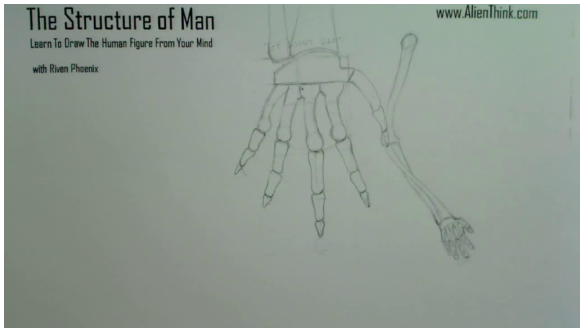
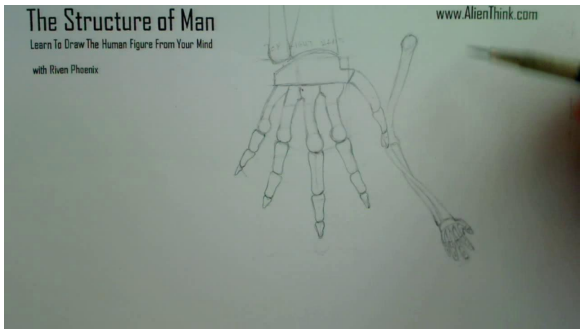
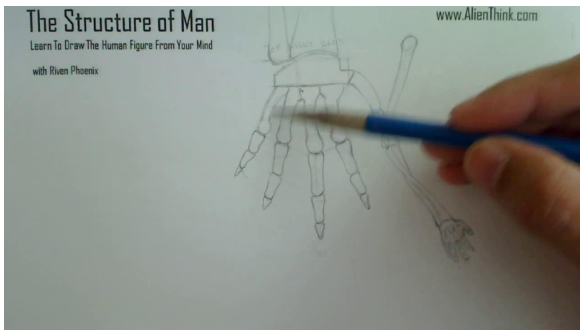
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man learn to draw
2		the human figure from your mind training course.
3		Okay, so in the previous lesson we looked at the basic formulas of the human hands to get
4		the mind to understand how our invention of it is going to allow us to really put down

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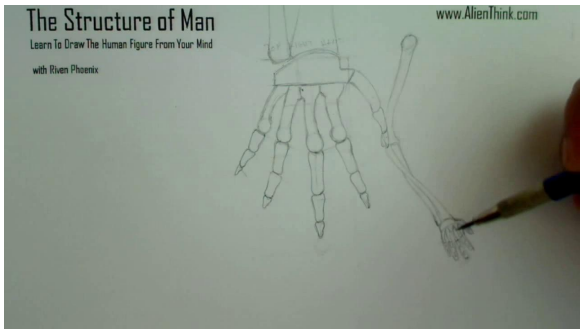
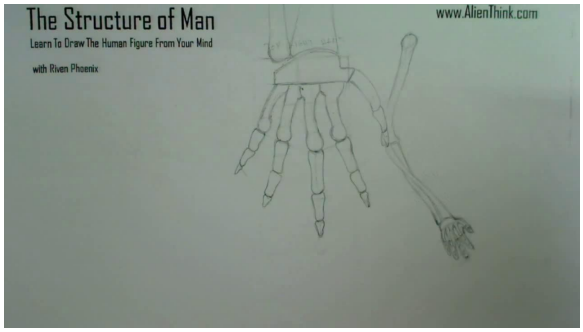
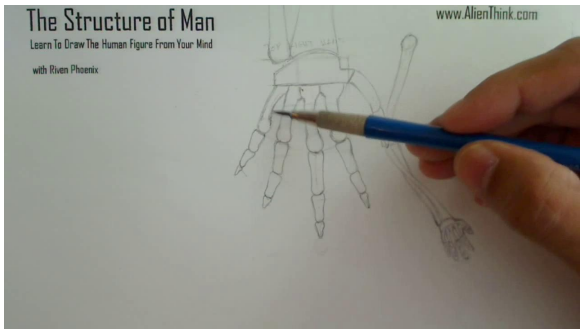
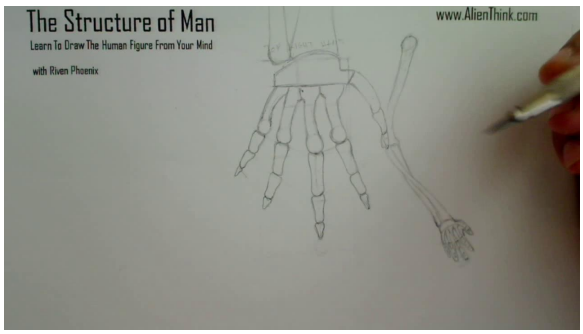
5		the human hand in any way that we want free hand.
6		It was a very simple system of thinking, but to notice how the bones are really structured
7		over here because they're going to play a significant role when we look at the hand
8		from the side view.

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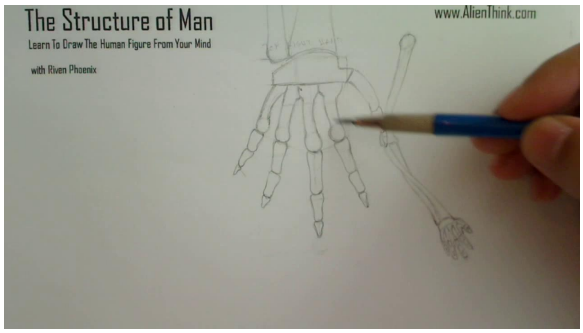
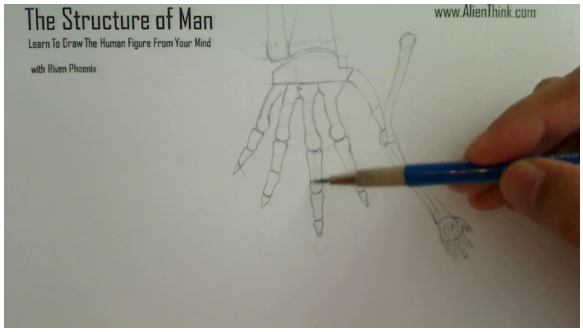
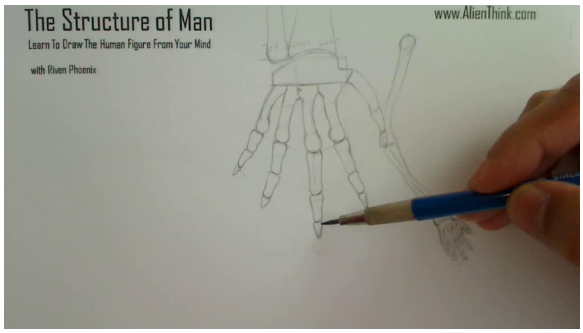
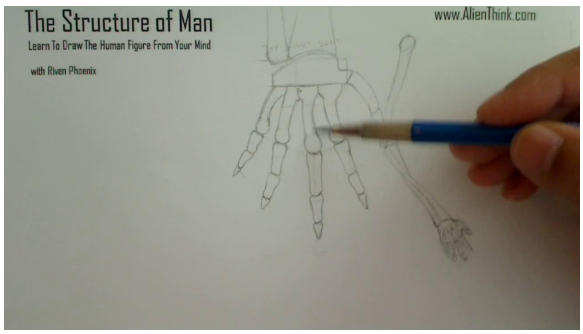
9		So here we can see how the knuckle bones are designed like this and then this bone is
10		really just designed like this and then it starts to get pointy and then it's just
11		really pointy.
12		There really is no something anything complicated in here and basically demystify the hand.

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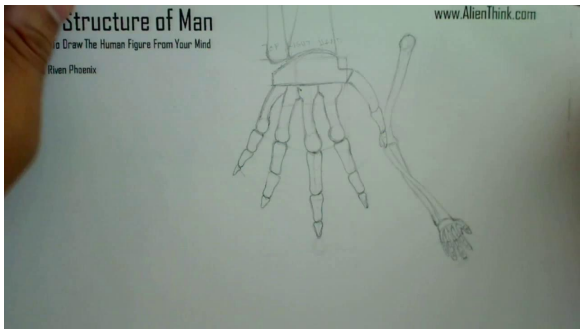
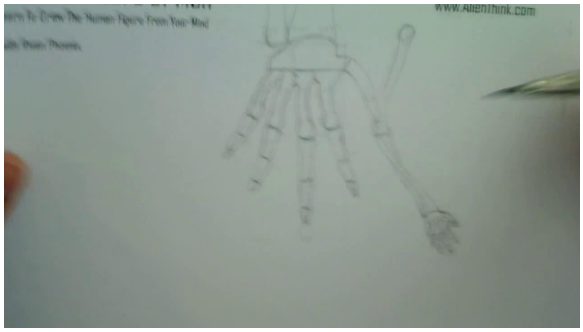
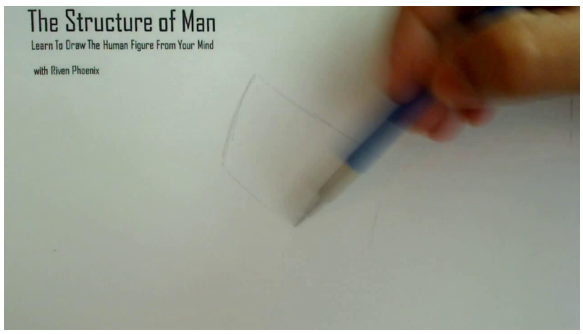
13		So one thing that we want to do is we already proved that it's going to work so we want
14		to now use this idea of the formulas and just begin to see what would happen if we now
15		let's say drew this hand, let's say just like a version of this from let's say in perspective.
16		So let's say if the hand was going in this direction or something like what would happen.

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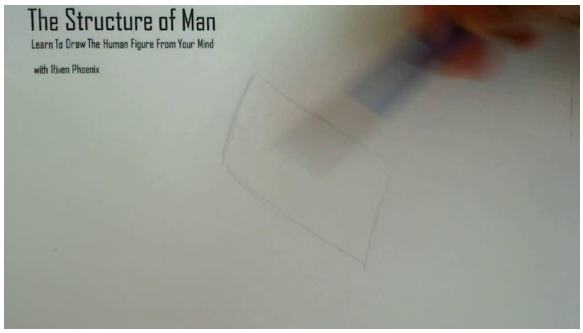
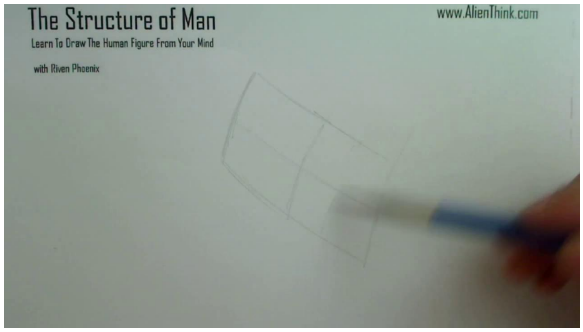
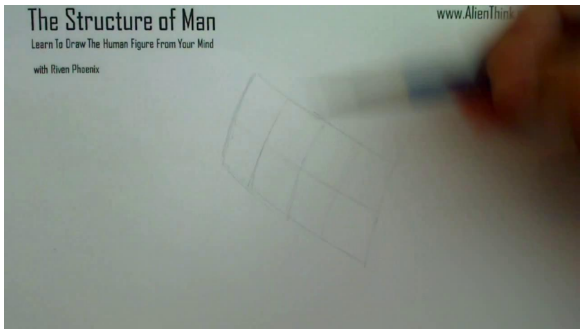
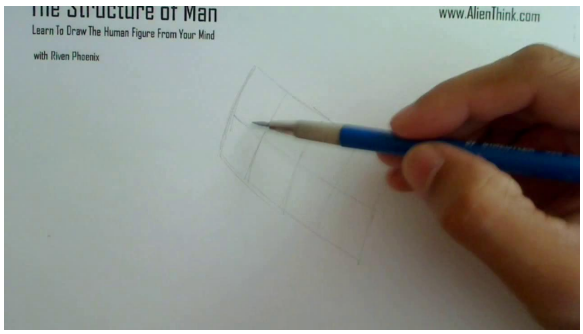
17		Let's just repeating the formulas so we can just grasp this idea.
18		So this means that regardless of what situation you're in, you can use these formulas to
19		at least get the concept down.
20		So we already knew that over here when this is divided in really in in half we're going

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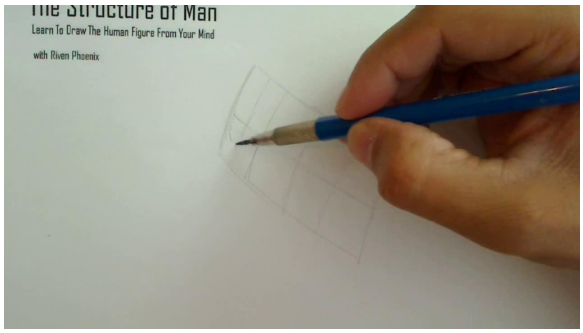
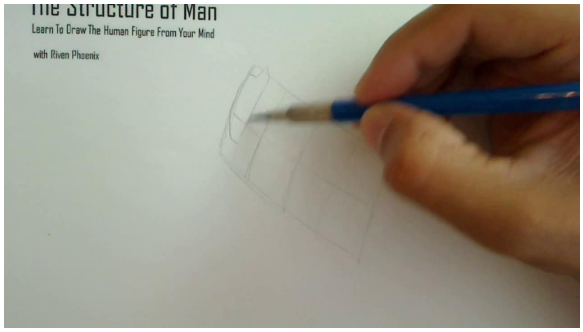
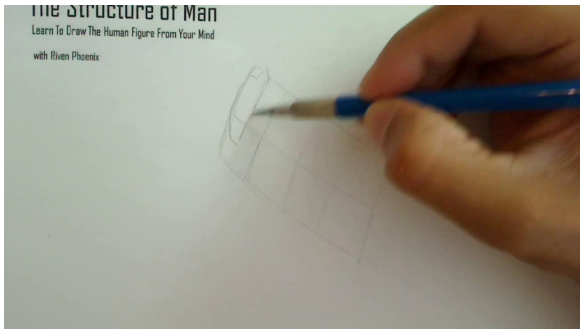
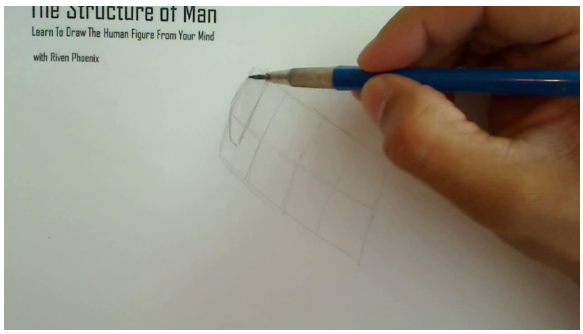
21		to get this idea for the wrist, it's going to come down, it's going to come this way
22		over here, right?
23		It was that simple.
24		Nothing really to it and we again looking at the top view of the palm of the hand and

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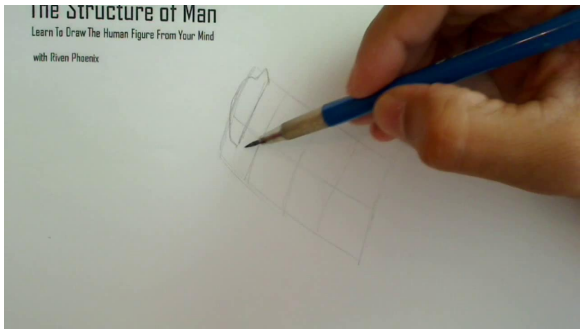
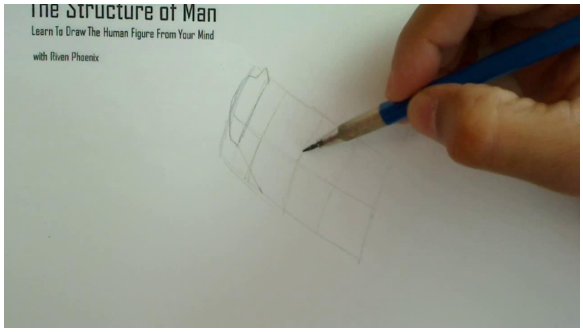
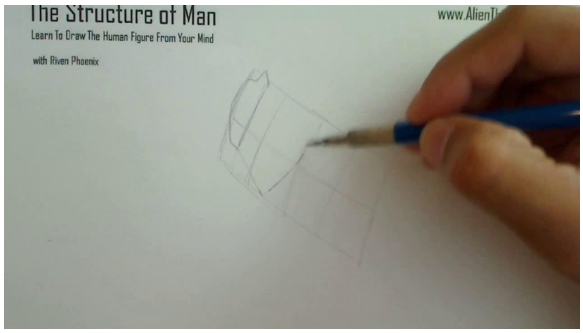
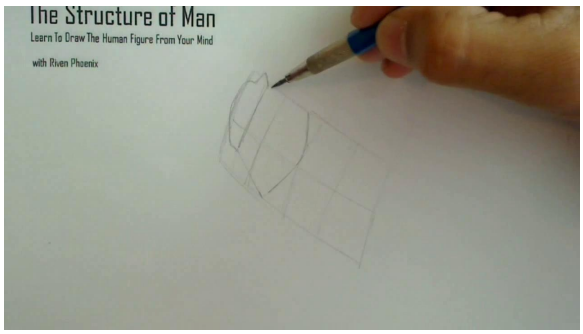
25		once we had this we knew that really this is just going to connect here and the center
26		of the fingers really over here, we're just going to connect this over here like this
27		and this really is just going to come about here not in the center but a little above
28		it and then we're going to get this curve, right?

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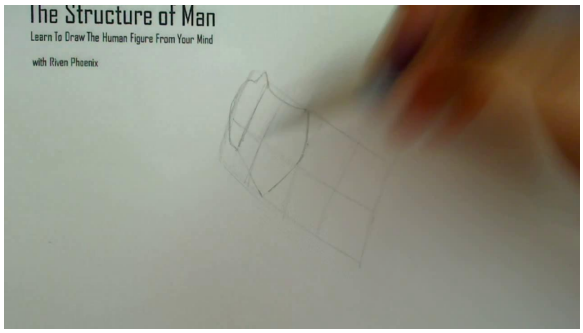
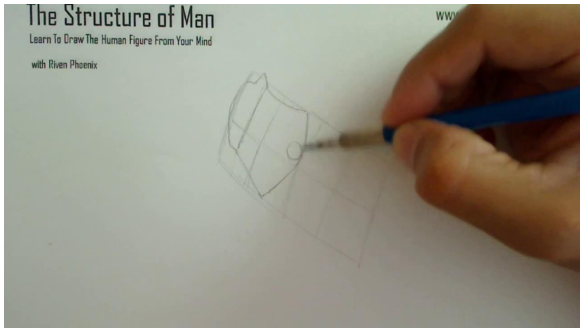
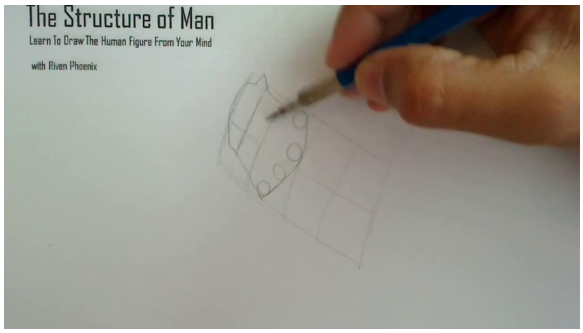
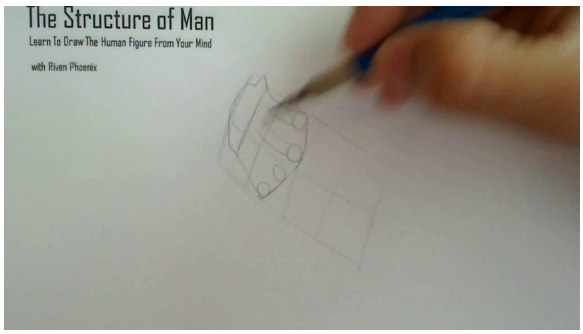
29		These were all the basic concepts of this and then over here we know that we're going
30		to get a bone here, bone here, the bone here and the bone here and we know that these
31		bones are really on these angles over here, right?
32		So it's better to draw the angles first before trying to figure out, okay, how do you

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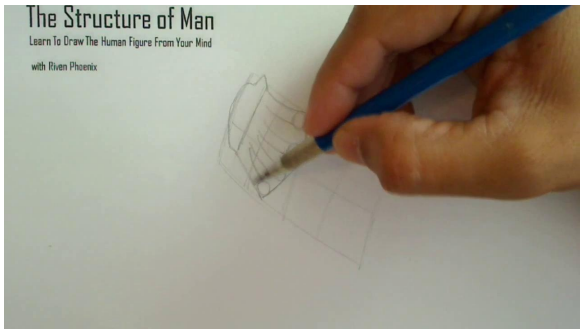
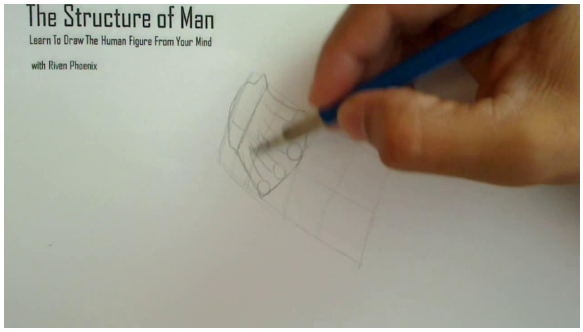
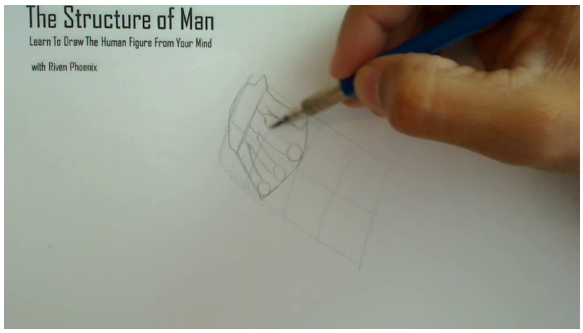
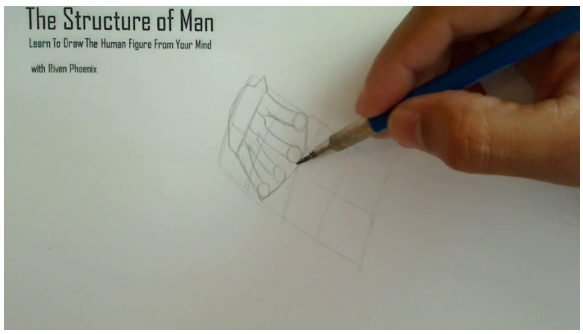
33		connect all this stuff?
34		So really it's just connecting it like this over here, like so, right, the basic concept
35		of it so you get your knuckle bones over here and the other thing was that we already
36		knew that right when we draw out this bone here for the middle finger it's going to come

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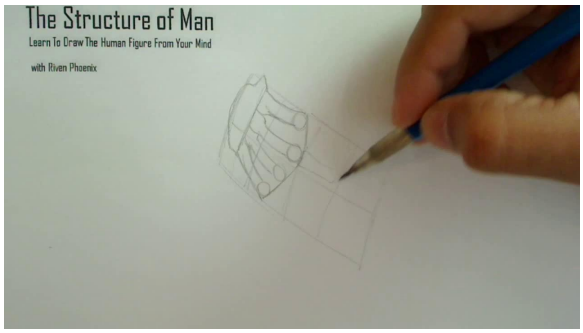
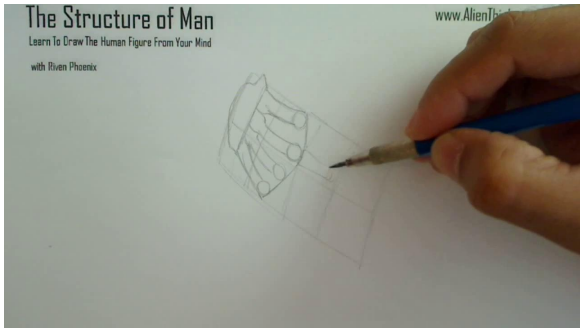
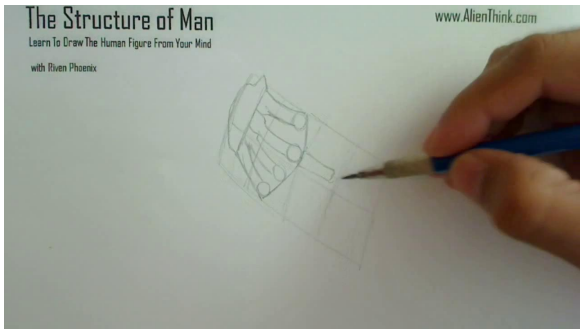
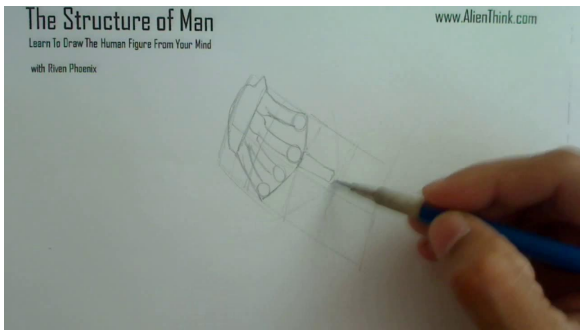
37		but it's not going to really go on on this line, it's going to be a little bit more
38		in like this, right?
39		So once we knew this we know that there is this ratio that comes in here comparing this
40		to this, right?

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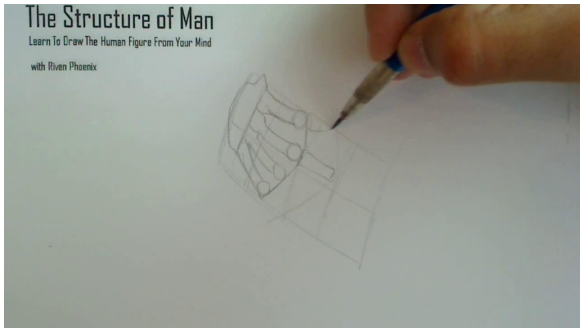
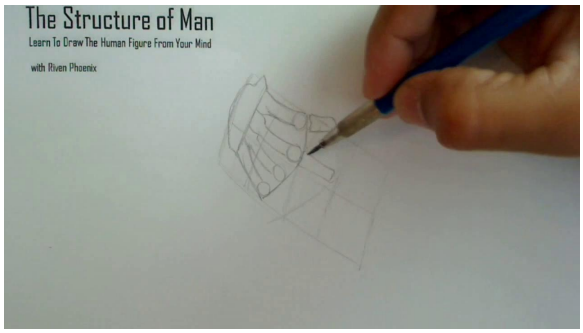
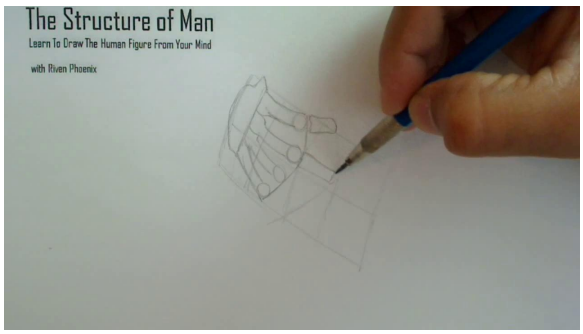
41		So you can basically figure out the rest of the fingers in but if the hand was going
42		in this direction or something we would do the bone, the first bones are going to be
43		like this, right?
44		We just need to get like the basic idea out over from here and this bone here when we

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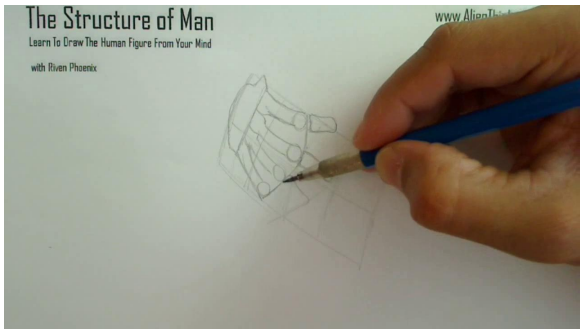
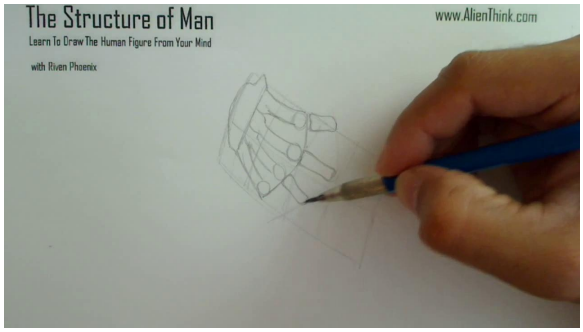
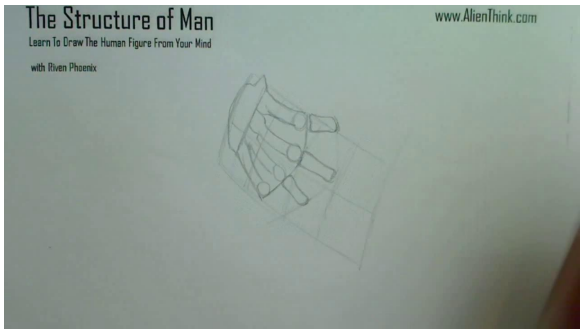
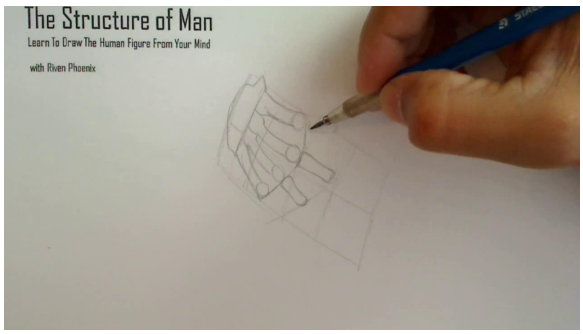
45		draw it we know that this has to be a little more larger than this one over here, right?
46		So this meaning that this one has to be much more up front and this one has to be a little
47		more shorter and this will work itself out in the end, right?
48		This is like a mysterious thing that happens to the index finger that over here is more

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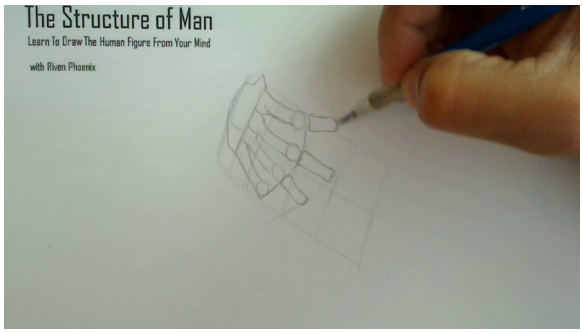
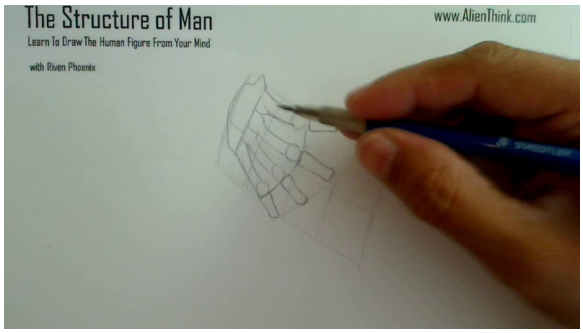
49		larger than this one but then this one ends up being the largest and over here it's
50		just going to get the other finger, right?
51		So you can see regardless of what situation we're in, we already know about this bone
52		here that really it's going to be where this is that is going to just become this dumb

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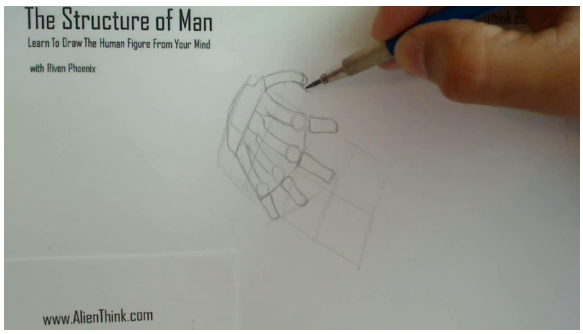
53		bone over here, right?
54		So again I'm just drawing this all out flat over here and this one again if you look
55		at this, referring back to it this was nothing more than where you get this bone you're going
56		to get this bone to look like this over here, right?

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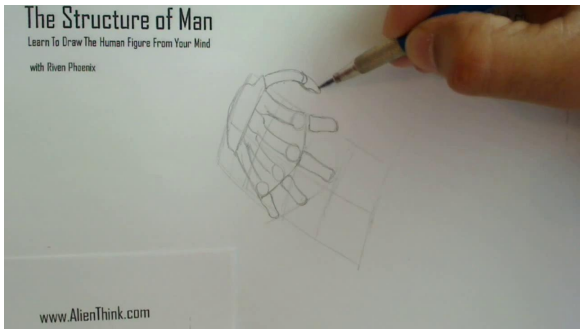
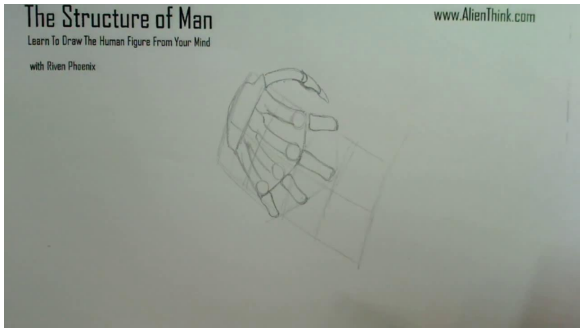
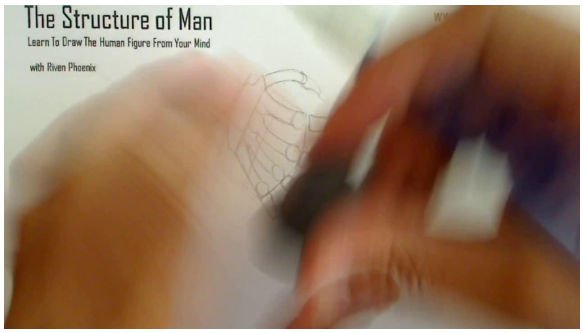
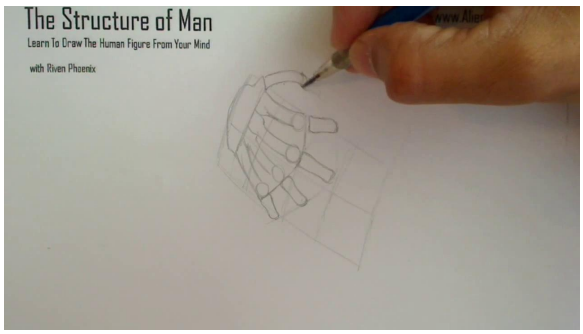
57		It's just going to be like this and then you'll get like another bone over here, really?
58		So it just becomes automatic as to how this is.
59		So this could be like a hand that's clunched like this, right?
60		You can just visually see this in 2D and then do whatever you want.

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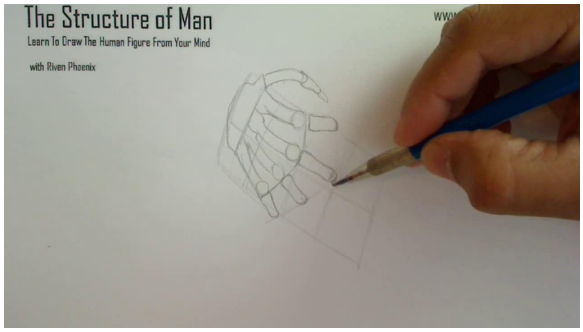
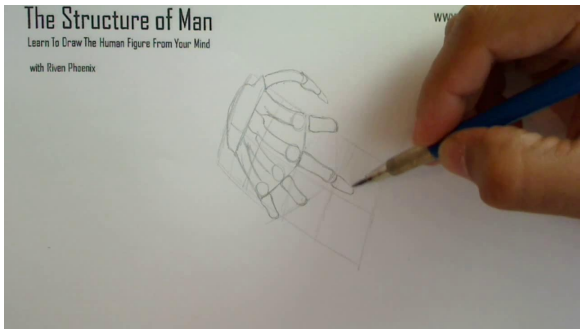
61		So once we have this we know that okay well we need to now come up with a we need to
62		add another bone that's going to be a little more point here and it's going to really
63		be halfway over here so once we get this we can do the ratios again once more and going
64		down in this way over here, right?

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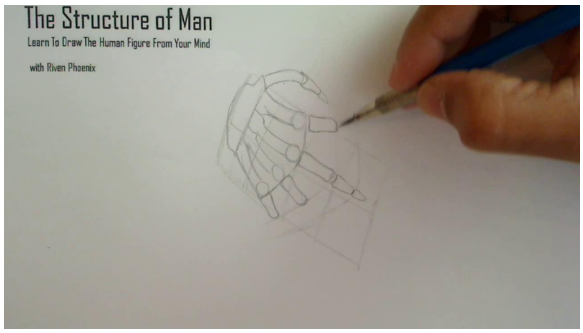
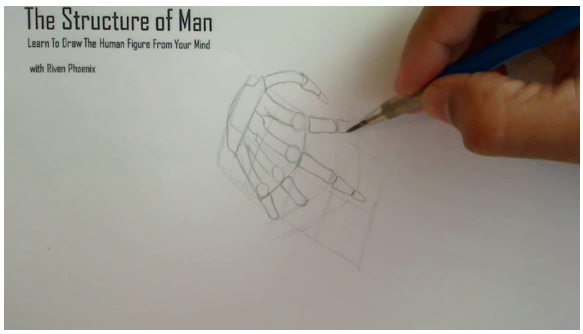
65		So what will happen is that we're just going to get this small bone that's going to come
66		and we know that the fingers are really going to be over here, right?
67		So it's going to be the same thing over here.
68		In this way we're going to get this a little pointy and then this is going to be like

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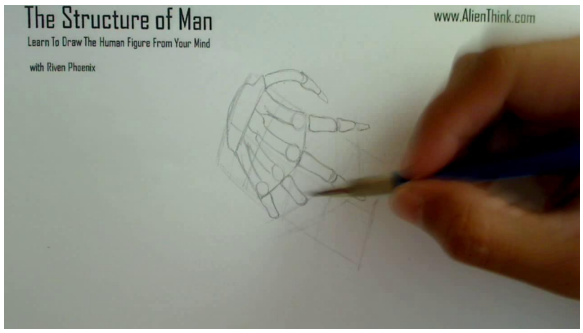
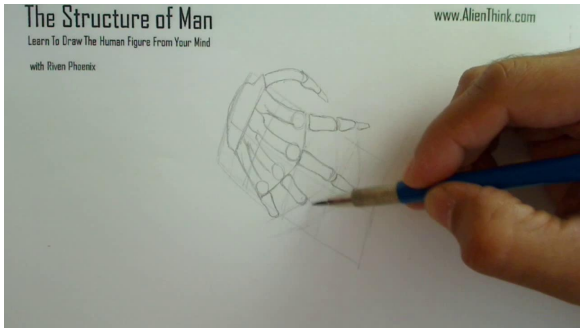
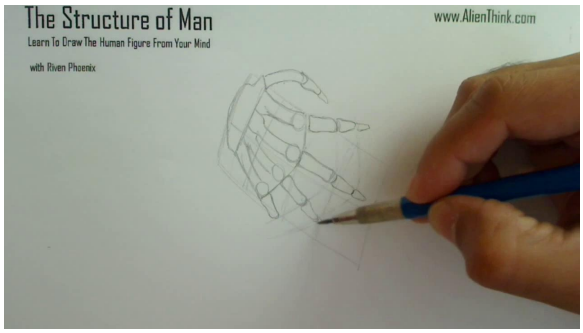
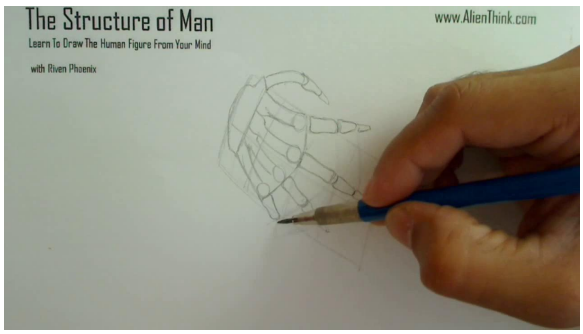
69		this.
70		So over here it's going to be the same thing, a little bit pointy and then when this
71		one comes out this ring finger is automatically become larger than this one, right?
72		And then over here in the end we're going to get this small finger here and then we're

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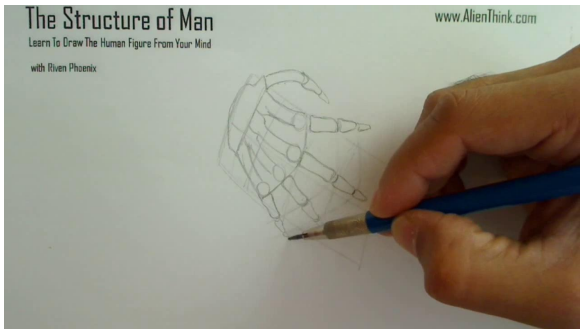
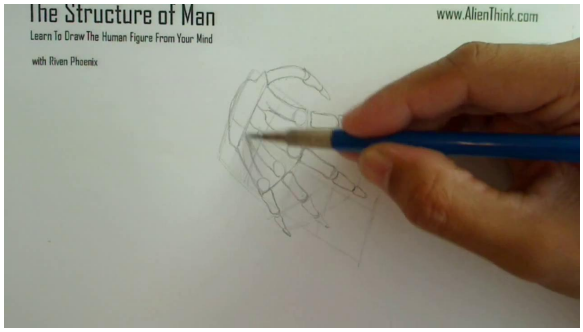
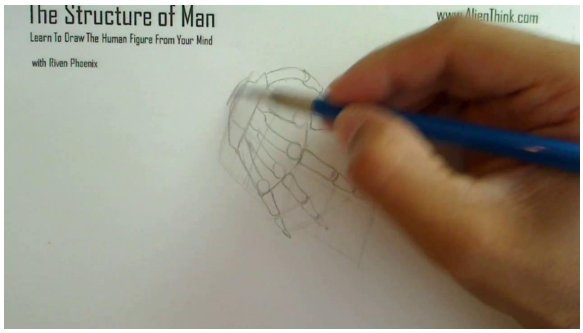
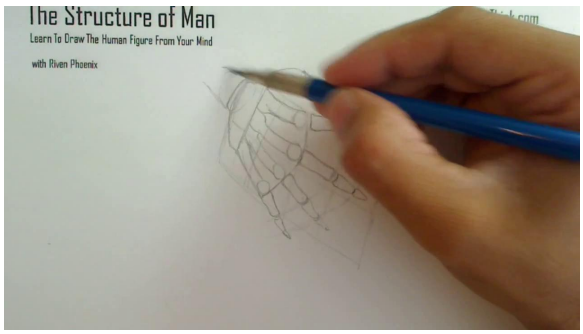
73		going to get a smaller version of this, right?
74		So this gives you a better understanding of what's going on.
75		So this is again the this would be like I see in 3D if we were drawing it, this would
76		be the radiusing over here we already know about the ulna over here, right?

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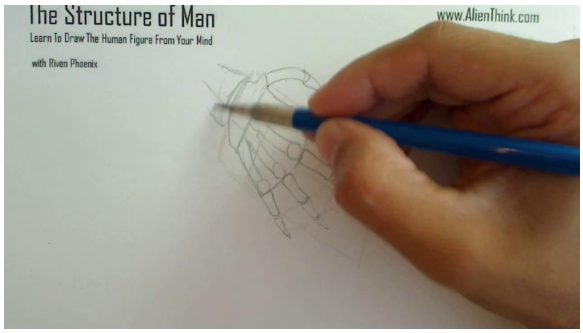
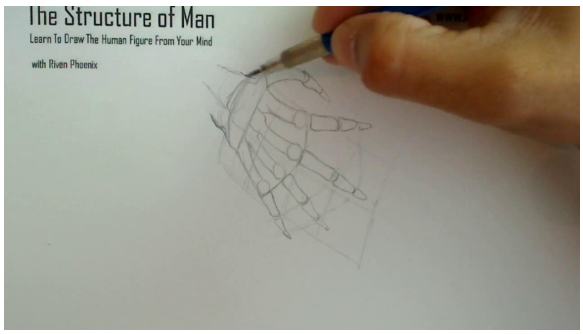
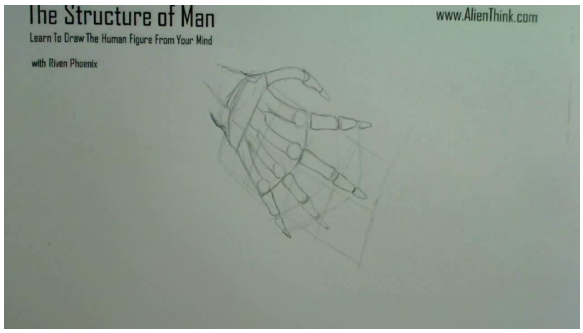
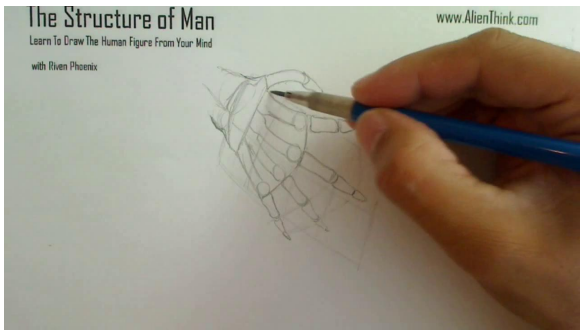
77		It's just going to be here so we'll know that this is where you get that idea here and
78		this obviously it's going to go here, right?
79		So this is in a basic conceptual idea to understand this, right?
80		So you can now put like cylinders around this to start to grasp the concept of the hand

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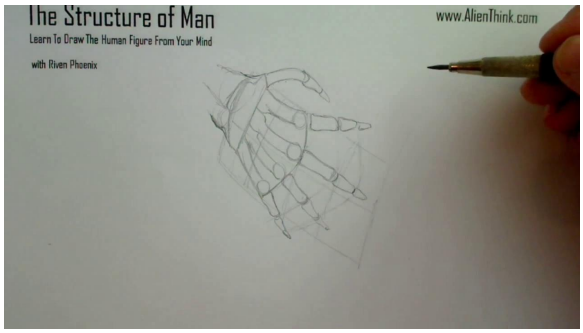
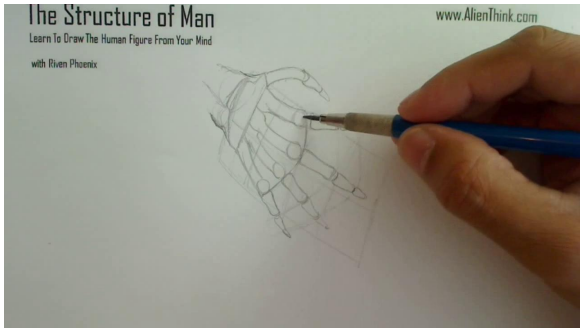
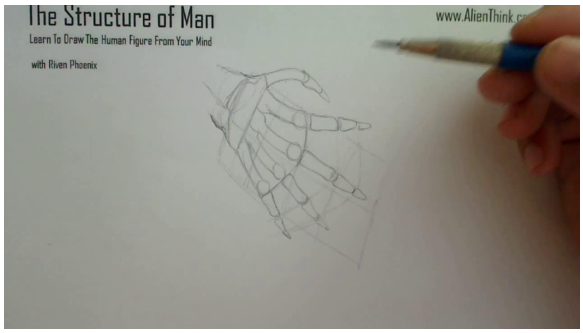
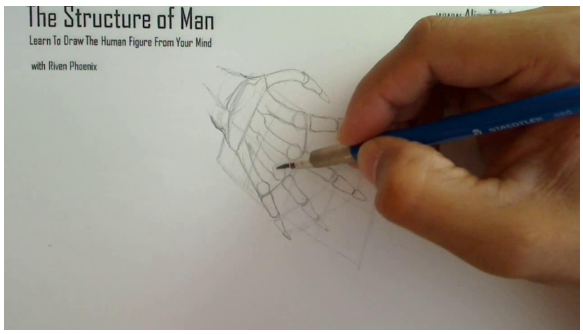
81		in a 3-dimensional view, but really it's just understanding the bone system to how this
82		is being constructed over here, okay?
83		So in the next lesson we're going to take a deeper look into the hand over here, I'm
84		just going to, because we want to now understand 3D mentioning what is going on.

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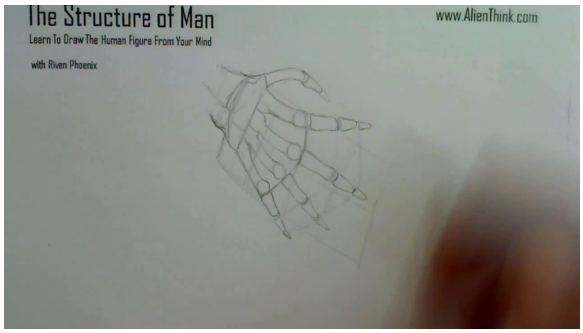
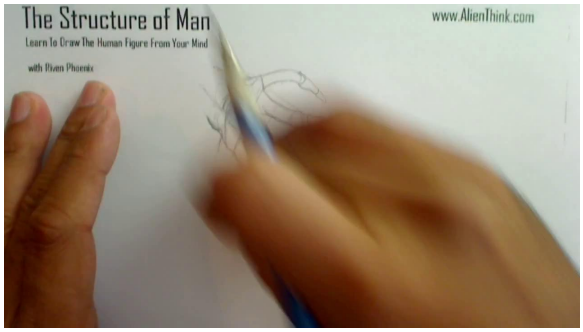
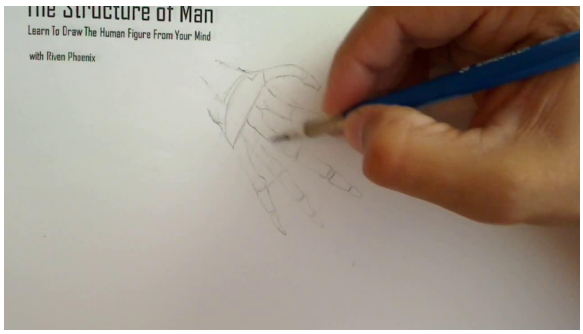
85		So here we can now just erase this stuff here that we put and see where we've gotten
86		with this, right, it's really just training the mind to begin to get the idea across.
87		So I'm just going to just draw this out over here, right, we're just drawing this out
88		in a flat plane, it's not really 3D yet, okay, and this is going to be the bones for the

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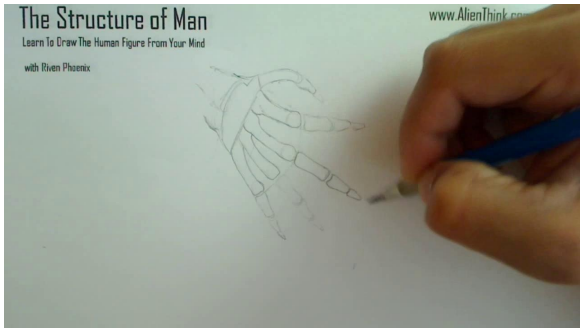
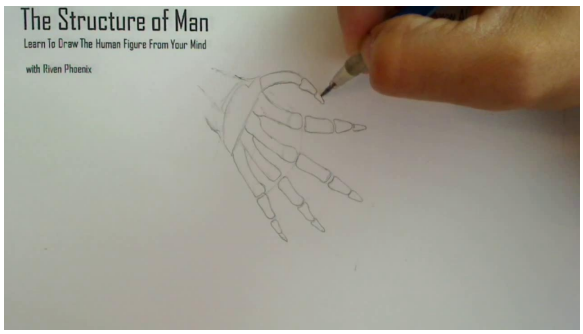
89		knuckles, over here, it's going to be like this, just notice that the bones just get
90		pointing in your fingernails, they're going to be here, right, it's going to come out.
91		Okay, and then this over here, just basically going to be like this, right, and then you'll
92		get your thumb, so it's the same thing with the thumb here, okay, so I'll see you in the

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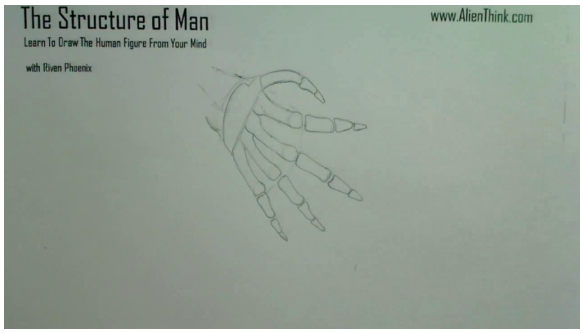
93		next lesson.

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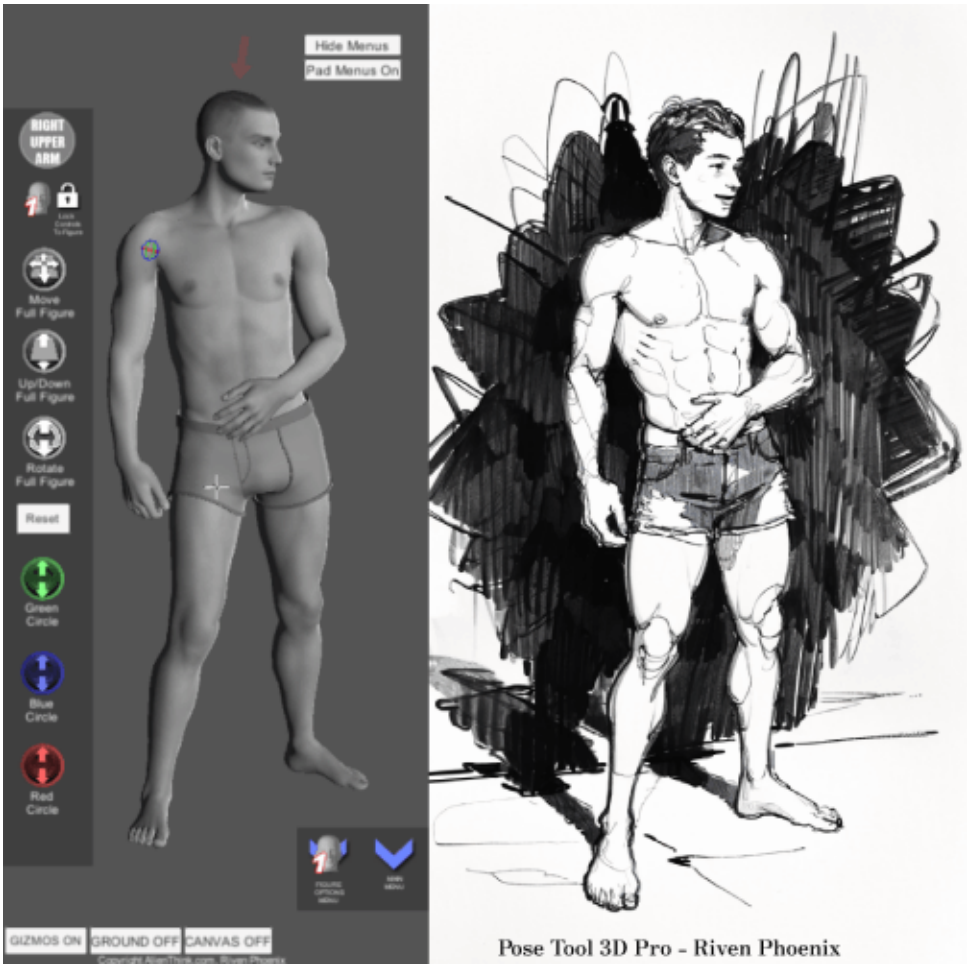

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